

What is claimed is:

Sub R
5 C1

1. A gaming machine comprising:
a master gaming controller that controls a game played on the gaming machine;
a game server that provides one or more game services to a plurality of gaming machines within a network of gaming machines; and
a communication interface connected to a network of gaming machines.

2. The gaming machine of claim 1, wherein the game played on the gaming machine is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

3. The gaming machine of claim 1, wherein the game service is progressive game play, bonus game play, accounting, game serving or game configuration

4. The gaming machine of claim 1, wherein the gaming machines in the network are connected in one or more loops.

5. The gaming machine of claim 1, wherein the plurality of gaming machines are connected using fiber optic connections, wire connections, or wireless connections.

6. The gaming machine of claim 1, further comprising a concentrator for gathering information from a plurality of gaming machine in the network of gaming machines.

7. The gaming machine of claim 1, further comprising a translator that translates one communication protocol to another communication protocol.

8. The gaming machine of claim 1, wherein the game server is a component in at least one of the plurality of gaming machines in the gaming machine network.

5 9. The gaming machine of claim 1, wherein the game server includes a microprocessor for performing game server functions.

10 10. The gaming machine of claim 1, further comprising a memory device storing game information wherein the memory device is removable from the gaming machine.

11. The gaming machine of claim 1, further comprising a memory device storing game information from a plurality of gaming machines

15 12. The gaming machine of claim 11, wherein the game information is a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

20 13. The gaming machine of claim 11, wherein the game information is game coding instructions that allow a master gaming controller to present the game to a player on the gaming machine.

25 14. The gaming machine of claim 11, wherein the game information is game configuration information that configures a gaming machine for the game play of a particular game.

30 15. The gaming machine of claim 1, further comprising an input device and a display device wherein the input device and the display device enable a player to select the game for game play from a list of games displayed on the display screen wherein the coding instructions for each game on the list of games are stored on the game server.

16. The gaming machine of claim 1, wherein the network is a progressive game network, a casino area network or a bonus game network.

Sub A 2)

17. A method for providing game services to a group of gaming machines connected in a network using a gaming machine having a master gaming controller and a game server, the method comprising:

5 communicating with one or more gaming machines on the gaming machine network wherein each gaming machine presents a game to a player playing a game on the gaming machine;

determining that a network gaming service is required for one or more gaming machines in the network; and

10 executing a server operation to provide a network gaming service for one or more gaming machines in the network.

18. The method of claim 17, wherein the game is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

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19. The method of claim 17, wherein the game service is progressive game play, bonus game play, accounting, game serving or game configuration.

20. The method of claim 17, further comprising:

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sending a signal requesting game information to a plurality of gaming machines connected to the network;

receiving game information from one or more gaming machines connected to the network; and

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storing the game information from the plurality of gaming machines on the game server;

Sub A 3)

21. The method of claim 19, further comprising concentrating game information from a plurality of gaming machines wherein the game information is concentrated using a concentrator within a gaming machine with a game server and sending the game information to a translator or to a game server.

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22. The method of claim 19, further comprising translating game information from a plurality of gaming machines from one communication

protocol to another communication protocol wherein the game information is translated using a translator within a gaming machine with a game server and sending the game information to a game server.

5 23. The method of claim 17, further comprising,
sending a signal instructing the master gaming controller on a plurality of gaming machines to perform a game operation for the game service

10 24. The method of claim 23, wherein the game operation is presenting a bonus game or displaying a progressive jackpot.

15 25. The method of claim 20, wherein the game information is selected from the group consisting of a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

26. The method of claim 17, wherein the network is a progressive game network, a bonus game network or a casino area network.

20 27. A method for providing game serving to a group of gaming machines connected in a network using a gaming machine having a master gaming controller and a game server, the method comprising,
Sub A4) displaying a list of games on a first gaming machine;
receiving a game selection signal for a game selection on the first
25 gaming machine;
transmitting the game selection signal to a second gaming machine;
and
downloading coding instructions for the game selection to said first
gaming machine from the game server on said second gaming machine
30 wherein the coding instructions allow the master gaming controller on said first gaming machine to present the game selection to a player.

28. The gaming machine of claim 27, wherein the game selection is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

5 Sub A 5 } 29. A method for providing game configurations to a group of gaming machines connected in a network using a gaming machine having a master gaming controller and a game server, the method comprising,
10 configuring a first gaming machine to present a game;
storing the game configuration information to the game server on said first gaming machine;
15 downloading game configuration information for the game to a second gaming machine from the game server on said first gaming machine wherein the game configuration information allows the master gaming controller on said second gaming machine to present the game on said first gaming machine;

30. The gaming machine of claim 29, wherein the game is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

20 Sub A 6 } 31. The gaming machine of claim 29, further comprising downloading game configuration information for the game to a third gaming machine from the game server on said first gaming machine wherein the game configuration information allows the master gaming controller on said third gaming machine
25 to present the game on said first gaming machine;